**Questions – Factory Method Pattern**

1. What is a creational pattern?
	1. CPs abstract the instantiation process, making system independent of how its objects are created, composed, and represented.
2. Why are they important?
	1. Development of large systems is prone to failure unless we can make their parts couple loosely, e.g., no one part depends on the implementation of another part (this begs the question of: what is a part?)
	2. They help us build loosely coupled systems by allowing clients to bind to interface abstractions.
3. What does Factory Method offer?
	1. It decouples the client from concrete classes, and so the client does not need to know the details of the product implementations.
	2. Can configure a client for a particular product through a product interface.
	3. Easily extendable: it’s easy to plug a new product into a framework implementing the Factory Method.
4. What are the advantages of Factory Method?
	1. The interface can have distinctive names and are easily readable.
	2. Encapsulates the process of creating objects away from the client.
	3. Provides flexibility to add new products into system.
	4. Can reduce the number of required classes by using parameterized methods and templates.
5. What are the disadvantages of Factory Method?
	1. May result in lots of subclasses of Abstraction.